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IN THE CLAIMS

1. (original) An electronic gaming apparatus comprising:

a processor;

a primary game display;

means for a player to make a wager to player the apparatus and to prompt play;

said processor configured to, in response to prompting of play, (i) randomly select and display indicia at the primary game display to define a primary game winning or losing outcome, (ii) if the primary game outcome is a winning outcome to issue a primary game award to the player and (iii) to randomly select, independent of the primary game outcome, between a secondary game trigger or no trigger condition;

a secondary game display displaying a plurality of secondary game awards available to the player for the secondary game;

said processor configured to, in response to selection of a secondary game trigger condition, (i) select at least one of said displayed secondary awards, (ii) control said secondary game display to display said selected secondary game award to the player and (iii) issue said secondary game award to the player.

2. (original) The apparatus of claim 1 comprising said primary game display is an electronic video display.

3. (original) The apparatus of claim 2 comprising said secondary game display includes said primary game video display.

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4. (original) The apparatus of claim 1 comprising said secondary game display is a second video display located apart from said primary game display.

5. (original) The apparatus of claim 1 comprising said secondary game display is an electro-mechanical display.

6. (original) The apparatus of claim 1 comprising said secondary game display includes indicator means and said processor is configured to control said indicator means to have a first phase processing through indication of a plurality of awards and a select phase to display the secondary game award to be issued to the player.

7. (original) The apparatus of claim 6 comprising said secondary game display includes a wheel and indicator, at least one of said wheel and indicator moveable relative to the other to display said secondary game award.

8. (original) The apparatus of claim 7 comprising said wheel includes segments each displaying a secondary award.

9. (original) The apparatus of claim 8 comprising each wheel segment including a segment display and said processor configured to select and display at each segment an award value.

10. (original) The apparatus of claim 9 comprising said processor configured to randomly select the award value display at least one of said segment displays.

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11. (original) The apparatus of claim 1 comprising said secondary display includes a plurality of secondary game award indicators and said processor is configured to control at least one of said indicators to display a secondary game award.

12. (original) The apparatus of claim 11 comprising each secondary game award indicator is an electro-mechanical device including relatively moveable display and indicator to indicate the secondary game award selected.

13. (currently amended) The apparatus of claim 1 comprising one of said processor and secondary game display configured to select said secondary game award on a weighted random basis.

14. (original) A method for providing a secondary game award for a gaming device comprising:

providing a primary game display;

a player making a wager and prompting play;

a processor, in response to prompting play, (i) randomly selecting and displaying one of a primary game winning or losing outcome, (ii) randomly selecting, independent of the primary game outcome, one of a secondary game trigger or no-trigger condition, and (iii) if the primary game outcome is a winning outcome issuing an award to the player;

if a secondary game trigger condition is selected, said processor (i) controlling a secondary game display to display a plurality of secondary game awards and (ii) randomly selecting and displaying at the secondary game display a secondary game award.

15. (new) An electronic gaming apparatus comprising:

a processor;

a primary game display;

means for a player to make a wager to play the apparatus and to prompt play;

said processor configured to, in response to prompting of play, (i) randomly select and display indicia at the primary game display to define a primary game winning or losing outcome, (ii) if the primary game outcome is a winning outcome to issue a primary game award to the player and (iii) to randomly select, independent of the primary game outcome, between a secondary game trigger or no trigger condition;

a mechanical secondary game display having a display of a plurality of secondary game awards available to the player for the secondary game, said display of secondary game awards rotatable relative to said secondary game display, said secondary game display physically separate from said primary game display;

said processor configured to, in response to selection of a secondary game trigger condition, control said display of secondary game awards for relative rotation to identify the selection of at least one of said displayed secondary game awards, and award a selected secondary game award to the player.

16. (new) The apparatus of claim 15 wherein said display of secondary game awards includes a wheel to display secondary game awards, said wheel rotatable to select a displayed secondary game award.

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17. (new) The apparatus of claim 16 wherein said wheel includes segments each displaying a secondary award.

18. (new) An electronic gaming apparatus comprising:

- a processor;
- a primary game display;
- means for a player to make a wager to player the apparatus and to prompt play;
- said processor configured to, in response to prompting of play, (i) randomly select and display indicia at the primary game display to define a primary game winning or losing outcome, (ii) if the primary game outcome is a winning outcome to issue a primary game award to the player and (iii) to randomly select, independent of the primary game outcome, between a secondary game trigger or no trigger condition;
- a mechanical secondary game display having a display of a plurality of secondary game awards available to the player for the secondary game and an indicator, at least one of said display of secondary game awards and said indicator relatively rotatable with respect to the other, said secondary game display physically separate from said primary game display;
- said processor configured to, in response to selection of a secondary game trigger condition, control said display of secondary game awards and said indicator for relative rotation, the alignment of said indicator and said display of secondary game awards identifying the selection of at least one of said displayed secondary game awards, and award a selected secondary game award to the player.

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19. (new) The apparatus of claim 18 wherein said display of secondary game awards includes a wheel, at least one of said wheel and indicator moveable relative to the other to select a displayed secondary game award.

20. (new) The apparatus of claim 19 wherein said wheel includes segments each displaying a secondary award.

21. (new) An electronic gaming apparatus, comprising:

a processor;

a primary display communicating with said processor, said primary display controlled by said processor to display a primary game;

means for receiving a wager from a player communicating with said processor;

means for a player to prompt play of said primary game communicating with said data processor such that in response to the receipt of a wager and a player prompting play, the processor conducts said primary game by randomly selecting and displaying indicia at the primary game display to define a primary game winning or losing outcome and if the primary game outcome is a winning outcome issuing a primary game award to the player, said processor randomly selecting, independent of the primary game outcome, between a secondary game trigger or no trigger condition; and

a secondary display physically separate from said primary display communicating with said processor, said secondary display including a mechanical wheel displaying a plurality of secondary game awards prior to the selection of said secondary game trigger condition and an indicator to select at least one of said secondary game awards, at least one of said mechanical

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wheel and said indicator rotatable with respect to the other by said processor in response to the selection of a secondary game trigger condition such that the positions of said mechanical wheel and said indicator selects a secondary game award, said processor issuing said selected secondary game award to said player.

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